

Ball Lightning

Large elemental, neutral

Armor Class 13 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 0 ft., fly 90ft. (hover)

STR 10 (+0) **DEX** 17 (+3) **CON** 16 (+3) **INT** 6 (-2) **WIS** 10 (+0) **CHA** 7 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Skills Perception + 6

Senses blindsight 60ft., passive Perception 10

Languages -

Challenge 5 (1800 XP)

Lightning Form. A creature that touches the Ball Lightning or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. In addition, the Ball Lightning can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) lightning damage and becomes paralyzed a creature can repeat this saving throw at the end of its turn to end the effect

ACTIONS

Multiattack. The elemental makes two touch attacks or one Lightning Shock attack.

Touch. Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) lightning damage. If the target is a creature it must succeed on a DC 13 Constitution saving throw or become paralyzed a creature can repeat this saving throw at the end of its turn to end the effect.

Lightning Shock. Ranged Weapon Attack: range 30/120 ft., one target. A jolt of electricity cracks out towards a creature and must make a DC 15 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Bird of Paradise

Tiny beast, unaligned

Armor Class 13 (natural armor)

Hit Points 5 (2d4)

Speed 30 ft., fly 60 ft.

STR 4 (-3) **DEX** 18 (+4) **CON** 11 (+0) **INT** 2 (-4) **WIS** 12 (+1) **CHA** 5 (-3)

Skills Perception +4

Senses passive Perception 11

Languages -

Challenge 1/8 (25 XP)

Flyby. The Bird of Paradise doesn't provoke opportunity attacks when it flies out of an enemy's reach.

ACTIONS

Beak. Melee Weapon Attack: +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Swarm of Birds of Paradise

Medium swarm of tiny beasts, unaligned

Armor Class 13 (natural armor)

Hit Points 70 (17d8 + 7)

Speed 30 ft., fly 60 ft.

STR 6 (- 2) **DEX** 18 (+4) **CON** 11 (+0) **INT** 2 (- 4) **WIS** 12 (+1) **CHA** 6 (- 2)

Skills Perception +5

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 11

Languages -

Challenge 1 (200 XP)

ACTIONS

Beaks. Melee Weapon Attack: +4 to hit, reach 5 ft., one target in the swarm's space. **Hit:** 7 (2d6) piercing damage or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Prismatic Feather Curve. The Swarm of Birds of Paradise create a rainbow mist from the hues in their feathers eight multicolored rays of light emit from the swarm. Each ray is a different color and has a different power and purpose. Each creature in a 60-foot cone must make a DC 13 Dexterity saving throw. For each target, roll a d8 to determine which color ray affects it.

1. Red. The target takes 1d6 fire damage

2. Orange. The target takes 1d6 acid damage

3. Yellow. The target takes 1d6 lightning damage

4. Green. The target takes 1d6 poison damage

5. Blue. The target takes 1d6 cold damage

6. Indigo. On a failed save, the target is restrained.

It must then make a DC 12 Constitution saving throw at the end of each of its turns. If it successfully saves the effect ends.

7. Violet. On a failed save, the target is blinded. It must then make a DC 13 Wisdom saving throw at the start of the Birds of Paradise Swarm's next turn. A successful save ends the blindness.

8. Special. The target is struck by two rays. Roll twice more, rerolling any 8.

If a creature succeeds the dexterity saving throw it is unaffected by the ray.

Bloodfire Colossus

Huge giant, lawful evil

Armor Class 15 (patchwork armor)

Hit Points 210 (16d12 + 96)

Speed 30 ft.

STR 25 (+7) **DEX** 9 (-1) **CON** 23 (+6) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 13 (+1)

Saving Throws Dex +3, Con +10, Cha +5

Skills Athletics + 11, Perception +6

Damage Immunities fire

Senses passive Perception 16

Languages Giant

Challenge 11 (7,200 XP)

Bloodied Rage. The Bloodfire Colossus gains a +2 bonus to attack rolls and deals an extra 5 damage per attack while below half its total hit points.

ACTIONS

Multiattack. The Bloodfire Colossus makes two Searing Greatsword attacks.

Searing Greatsword. Melee Weapon Attack: +11 to hit, reach 10ft., one target.

Hit: 34 (6d6 + 7) slashing damage plus 2d8 fire damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. **Hit:** 29

(4d10 + 7) bludgeoning damage.

Cathodion

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 25 ft.

STR 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Fire Absorption. Whenever the Cathodion is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The Cathodion is immune to any spell or effect that would alter its form.

Magic Resistance. The Cathodion has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Cathodion's weapon attacks are magical.

ACTIONS

Multiattack. The Cathodion makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the *greater restoration* spell or other magic.

Haste (Recharge 5-6). Until the end of its next turn, the Cathodion magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action.

Self-repair. The Cathodion regains 20 hit points and gains a +4 bonus to AC until the start of its next turn when it taken below half of its total hit points.

Craw Wurm

Large monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 161 (15d10 + 45)

Speed 40 ft.

STR 21 (+5) **DEX** 9 (-1) **CON** 15 (+2) **INT** 18 (+4) **WIS** 15 (+2) **CHA** 18 (+4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60ft., passive Perception 15

Languages -

Challenge 7 (2,900 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature.

Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the Craw Wurm can't bite another target.

Swallow. The Craw Wurm makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the Craw Wurm, and it takes 10 (3d6) acid damage at the start of each of the Craw Wurm's turns. The Craw Wurm can have only one target swallowed at a time. If the Craw Wurm dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone

Trample. The Craw Wurm can move up to its speed and enter enemies' spaces. This movement provokes opportunity attacks, and the Craw Wurm must end its move in an unoccupied space. When it enters an enemy's space, the Craw Wurm makes a trample attack: creatures within a 10 foot radius must make DC 15 Dexterity saving throw, taking 24 (4d12) bludgeoning damage on a failed save and knocked prone, or half as much damage on a successful one and not knocked prone.

Sonic Bellow. The Craw Wurm emits an earsplitting screech creature within range a 100 feet must make a DC 15 Constitution saving throw. If a creature fails, the target is deafened. At the end of each of its turns, the target can repeat the Constitution saving throw. On a success, the condition ends.

Denizen of the deep

Huge monstrosity, chaotic evil

Armor Class 16 (natural armor)

Hit Points 255 (16d12 + 96)

Speed 30ft., swim 40ft.

STR 19 (+4) **DEX** 16 (+3) **CON** 17 (+3) **INT** 17 (+3) **WIS** 8 (-1) **CHA** 1 (-5)

Saving Throws Str +10, Con +6, Int +8, Wis +6

Skills Perception +10

Damage Immunities acid, cold, lightning, poison

Condition Immunities frightened, paralyzed, poisoned

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons

Senses darkvision 120ft., passive Perception 25

Languages -

Challenge 13 (10,000 XP)

Amphibious. The Denizen can breathe air and water.

Mucus Membrane. Any nonmagical weapon made of metal or wood that hits the Denizen corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls .

If its penalty drops to -5, the weapon is destroyed. Non magical ammunition made of metal or wood that hits the Denizen is destroyed after dealing damage.

ACTIONS

Multiattack. The Denizen makes three tentacle attacks.

Tentacle. Melee Weapon Attack: +9 to hit, reach 10ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw taking 6 (1d12) acid damage on a failure and half as much on a success.

Acid Spray (Recharge 5-6). An expulsion of green acid sprays out in a 60 foot cone Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 20 (10d4) acid damage and 5d4 acid damage at the end of its next turn. On a successful save, a creature takes half the initial.

LEGENDARY ACTIONS

The Denizen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Denizen regains spent legendary actions at the start of its turn.

Tentacle. The Denizen makes one tentacle attack.

Neutralizing ooze (Costs 2 actions). A yellow phlegm like liquid spurts out 25 ft. exploding in a 10 foot radius at the point of impact. Creatures must make a DC 15 Constitution saving throw or become restrained a creature can repeat this saving throw at the end of its turn to end the effect.

Deep Freeze (Cost 3 actions). The surrounding area in a 60 feet radius of the Denizen begins to unnaturally chill creatures must make a DC 16 Constitution saving throw. A creature takes 16 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Haunted Wumpus

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 60 (7d10 + 21)

Speed 40ft.

STR 20 (+5) **DEX** 12 (+1) **CON** 17 (+3) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Skills Perception +3

Senses darkvision 60ft., passive Perception 13

Languages -

Challenge 4 (1,100 XP)

Charge. If the Haunted Wumpus moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Multiattack. The Haunted Wumpus makes two attacks: one with its bite and one gore attack.

Gore. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.

Hit: 14 (2d8 + 5) bludgeoning damage.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.

Hit: 10 (1d10 + 5) piercing damage.

Glassdust Hulk

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 25 ft.

STR 20 (+5) **DEX** 9 (-1) **CON** 18 (+4) **INT** 3 (-4) **WIS** 8 (-1) **CHA** 1 (-5)

Damage Vulnerabilities bludgeoning

Damage Immunities cold, poison, psychic; piercing, and slashing from nonmagical weapons that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands the languages of its creator but can't speak

Challenge 10 (5,900 XP)

Immutable Form. The Glassdust Hulk is immune to any spell or effect that would alter its form.

Magic Resistance. The Glassdust Hulk has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Glassdust Hulk's weapon attacks are magical.

ACTIONS

Multiattack. The Glassdust Hulk makes two slice attacks or one glass knife attack

Slice. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 16 (2d10 + 5) slashing damage.

Glass Knife. Ranged Weapon Attack: +7 to hit, range 60 ft., one target. The Glassdust Hulk creates a shard of glass and flings it at one creature. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of the point where the glass exploded must succeed on a DC 16 Dexterity saving throw or take 12 (4d6) cold damage on a fail and half as much on a success.

Reflect Boulder (Recharge 5-6). If the Glassdust Hulk makes a successful saving throw against a spell, or a spell attack misses it, the Glassdust Hulk can choose another creature (including the spellcaster) it can see within 60 feet of it. The spell targets the chosen creature instead of the Glassdust Hulk. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Necroskitter

Large aberration, neutral

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., burrow 30ft.

STR 20 (+5) **DEX** 15 (+2) **CON** 18 (+4) **INT** 7 (-2) **WIS** 7 (-2) **CHA** 9 (-1)

Senses darkvision 60ft., tremorsense 30ft., passive Perception 11

Languages -

Challenge 7 (5,000 XP)

Aberrant Ground. The ground in a 10-foot radius around the Necroskitter is doughlike difficult terrain sapping the energy of those who stand in it. Each creature that starts its turn in that area must succeed on a DC 15 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

ACTIONS

Multiattack. The Necroskitter makes three attacks: one with its bite and two with its pincers.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) piercing damage and the target must succeed on a DC 14 Constitution saving throw or take 14 (4d6) necrotic damage.

Pincer. Melee Weapon Attack: +8 to hit, reach 5 ft., one target.

Hit: 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be afflicted with Wither, the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. While infected, the target can't regain hit points both effects last until the target finishes a short or long rest.

Relentless Rat

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR 7 (-2) **DEX** 15 (+2) **CON** 11 (+0) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 9 (-1)

Senses darkvision 60ft., passive Perception 10

Languages -

Challenge 1/2 (100 XP)

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) piercing damage plus an additional 1d6 necrotic damage.

Swarm of Relentless Rats

Medium swarm of tiny beasts, unaligned

Armor Class 14 (natural armor)

Hit Points 65 (17d8 + 7)

Speed 30 ft.

STR 6 (- 2) **DEX** 16 (+3) **CON** 11 (+0) **INT** 2 (- 4) **WIS** 12 (+1) **CHA** 6 (- 2)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed,

petrified, prone, restrained, stunned

Senses passive Perception 11

Languages -

Challenge 2 (450 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Relentless. When the swarm reduces a creature to 0 hit points with a melee attack on its turn, the swarm can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage plus an additional 1d6 necrotic damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Shambleshark

Large humanoid, lawful evil

Armor Class 17 (breastplate)

Hit Points 95 (9d10 + 27)

Speed 30 ft., swim 50 ft.

STR 19 (+4) **DEX** 15 (+2) **CON** 16 (+3) **INT** 14 (+2) **WIS** 10 (+0) **CHA** 12 (+1)

Saving Throws Dex +5, Con +6, Int +5, Wis +4

Skills Perception +7

Senses darkvision 120ft., passive Perception 17

Languages Sahuagin

Challenge 7 (2,900 XP)

Blood Frenzy. The Shambleshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The Shambleshark can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The Shambleshark can magically command any shark within 120 feet of him, using a limited telepathy.

ACTIONS

Multiattack. The Shambleshark makes three attacks: one with his bite and two with his scimitar or trident.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 9 (2d4 + 4) piercing damage.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

Trident. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Evolve1 (Recharge 5-6) The Shambleshark undergoes a swift evolution making a DC 15 Constitution saving throw on a success the Shambleshark undergoes the effect of the Enlarge spell.

Evolve2 (Recharge 5-6) The Shambleshark continues to evolve making a DC 17 Constitution saving throw on a success the Shambleshark's bite evolves.

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 22 (3d10 + 6) piercing damage.

Wolfbriar Elemental

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 176 (16d10 + 48)

Speed 30 ft.

STR 23 (+6) **DEX** 8 (-1) **CON** 21 (+5) **INT** 12 (+1) **WIS** 10 (+0) **CHA** 12 (+1)

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60ft. (blind beyond this radius),

passive Perception 10

Languages Wolf

Challenge 8 (3,900 XP)

Pack Tactics. The Wolfbriar has advantage on an attack roll against a creature if at least one of the Wolfbriar's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The Wolfbriar makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target.

Hit: 22 (3d10 + 6) piercing damage.

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.

Hit: 13 (2d8 + 4) slashing damage.

Howl. The Wolfbriar emits a howl. Each wolf within 30 feet of the Wolfbriar that can hear the howl must succeed on a DC 15 Constitution throw or on a success they are affected with the Stoneskin spell.

Wolfcaller's Howl. The Wolfbriar's physical form is a bastion for wolves. The Wolfbriar calls out and the wolves answer from within.

Choose one of the following options for what appears:

- Two Dire Wolves
- Eight Wolves

The howl can only be invoked once and only one set of the above can exist at one time. If the Wolfbriar is defeated all wolves immediately flee.